

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A method for distributing multi-program audio over a network comprising:

creating a plurality of network audio frames from a plurality of blocks of data from a plurality of at least one audio programs, each audio program being encoded with a respective one of a plurality of audio formats;

placing each of the plurality of network audio frames within a respective one of a plurality of transport structures for transport across the network; and

assigning ~~an~~ a multicast address to the plurality of transport structures prior to delivering the plurality of transport structures to a physical media,

wherein the plurality of transport structures are part of a single multicast stream, each network audio frame includes a respective network audio header followed by at least one of the plurality of blocks of data from any one of the plurality of audio programs, and each network audio header includes information that enables the carriage of the plurality of audio formats within the single multicast stream.

2. (Original) The method of Claim 1, wherein the network includes one of a Local Area Network (LAN), Wide Area Network, an Intranet or Internet.

3. (Currently amended) The method of Claim 1, wherein the transport structure is an Open Systems Interconnection (OSI) model layer 2 frame ~~such as a Medium Access Control (MAC) frame.~~

4. (Currently amended) The method of Claim 1, wherein the transport structure is an application structure[[,]] placed within ~~one of~~ an Open System Interconnection model (OSI) layer 4 structure, wherein the layer 4 structure is placed within an OSI layer 3 structure, and the layer 3 structure is placed within an OSI layer 2 structure, ~~such as for example, placing the transport structure in a Realtime Transport Protocol (RTP) structure which is then placed within a User Datagram Protocol (UDP) structure, and within an Internet Protocol (IP) structure.~~

5-6 (Cancelled)

7. (Currently amended) The method of Claim 1, ~~6~~, wherein the LAN-network audio header includes information that is used by an end device to extract a single audio program from a multi-program LAN audio stream.

8. (Cancelled)

9. (Currently amended) The method of Claim 1, ~~5~~, wherein the network ~~LAN~~ audio header comprises one of at least a version number of a LAN audio protocol, size of a payload, number of programs in the multicast stream, program number, encoding type within the payload, packet sequence (per program), fragmentation (standard or proprietary), and program descriptor.

10. (Currently amended) The method of Claim 1, wherein the multicast address ~~addressing~~ for the network audio distribution comprises a predetermined, locally administered multicast address that is consistent with the addressing format of the particular network.

11. (Original) The method of Claim 10, wherein the multicast address is a multicast Medium Access Control (MAC) address if a Local Area Network (LAN) is used.

12. (Original) The method of Claim 10, wherein the multicast address is locally administered.

13. (Original) The method of Claim 10, wherein the multicast address is globally unique.

14. (Original) A computer readable medium having stored therein a set of instructions for causing a processing unit to execute the steps of the method of Claim 1.

15-21 (Cancelled)